We Claim:

1. A method for translating statements from a source natural language to a target natural language, the method comprising the steps of:

identifying textual constructs of a computer program to be translated from a source natural language to a target natural language;

identifying lexical tokens from the identified textual constructs;

translating the identified textual constructs and lexical tokens from the source natural language to the target natural language;

reconstructing the translated textual constructs and lexical tokens as translated textual constructs; and

displaying the translated textual constructs in the target natural language.

2. The method as claimed in claim 1, further comprising the step of storing at least one coding style convention that represents a pattern in which semantic content is expressed in the identified textual constructs of the computer program.

3. The method as claimed in claim 1, further comprising the step of analysing the computer program to determine the source natural language to be used for the step of translating the identified textual constructs and lexical tokens.

4. The method as claimed in claim 1, further comprising the step of receiving input that specifies the desired target natural language.

5. The method as claimed in claim 1, further comprising the step of caching translated textual constructs and lexical tokens for subsequent use.

6. The method as claimed in claim 1, further comprising the step of

7. The method as claimed in claim 1, wherein the textual constructs of the computer program are identified from source code of the computer program.

8. The method as claimed in claim 1, wherein the textual constructs of the computer program are identified from debug symbols of the computer program.

9. The method as claimed in claim 1, wherein the textual constructs of the computer program are identified from textual input supplied by a programmer.

10. The method as claimed in claim 1, further comprising the step of displaying the translated textual constructs in part of a graphical user interface.

11. An integrated development environment (IDE), recorded on a medium, able to translate statements of a computer program from a source natural language to a target natural language, the integrated development environment comprising:

a compiler for parsing statements of the computer program into textual constructs;

a translation engine for translating the textual constructs parsed from the computer program into a target natural language;

an editor for displaying statements of the computer program in at least the target natural language; and

a debugger for debugging statements of the computer program.

12. A computer program product comprising:

a compiler for parsing statements of the computer program into textual constructs;

a translation engine for translating the textual constructs and lexical tokens derived from the textual constructs parsed from the computer program into a target natural language;

an editor for displaying statements of the computer program in at least the target natural language; and

a debugger for debugging statements of the computer program.

13. A computer program product comprising computer software, recorded on a computer-readable medium, for performing the steps of:

identifying textual constructs of the computer program to be translated from a source natural language to a target natural language;

identifying lexical tokens from the identified textual constructs;

translating the identified textual constructs and lexical tokens from the source natural language to the target natural language;

reconstructing the translated textual constructs and lexical tokens as translated textual constructs; and

displaying the translated textual constructs in the target natural language.

14. A computer system for translating statements from a source natural language to a target natural language, the computer system comprising computer software recorded on a computer-readable medium for performing the steps of:

identifying textual constructs of a computer program to be translated from a source natural language to a target natural language;

identifying lexical tokens from the identified textual constructs;

translating the identified textual constructs and lexical tokens from the source natural language to the target natural language;

reconstructing the translated textual constructs and lexical tokens as translated textual constructs; and

displaying the translated textual constructs in the target natural language.